

# REACT: The Riskmap Evaluation and Coordination Terminal

by

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Submitted to the Department of Electrical Engineering and Computer  
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## Abstract

The United Nations Office for Disaster Risk Reduction (UNDRR) states that economic losses due to natural disasters have risen 151 percent in the past 20 years. Of these disasters, floods are the most common. The Sendai Framework for Disaster Risk Reduction was created by the UNDRR in order to chart goals for future risk mitigation; among its seven global targets is increasing the availability of disaster risk information and assessment systems. Disaster information systems use state of the art techniques such as remote sensing in order to mitigate damages from natural and man made hazards.

More developed countries utilize networks of advanced sensors and ahead of time mapping in order to facilitate emergency responses; however, such systems are not available in developing countries due to cost limitations. The widespread proliferation of smart phones and social media use in developing countries means that citizens can be used as sensors by reporting disaster information online. The Riskmap system was developed by the Urban Risk Lab at MIT in order to gather citizen report streams. Such citizen disaster reports have two issues: a large influx of reports can cause information overload in emergency operations centers, which makes it difficult to summarize the situation. Machine learning has previously been used in order to analyze and simplify information for human consumption. This work seeks to use novel machine learning techniques to fully utilize crowdsourced social media reports gathered using the Riskmap system.

First we establish the motivation for using citizens as sensors and analyzing this noisy data using machine learning. We then review different machine learning techniques that have been used in crisis information systems, including those that also utilize social media. Finally a novel ensemble learning model is presented that can accurately predict large flood events from crowdsourced data.

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# Contents

<b>1</b>	<b>Introduction</b>	<b>13</b>
1.1	History of Disaster Informatics . . . . .	14
1.2	The Riskmap System . . . . .	14
1.2.1	Motivation for crowdsourced data . . . . .	14
1.2.2	. . . . .	14
<b>2</b>	<b>Previous Work</b>	<b>15</b>
2.1	Machine Learning in Crisis Informatics . . . . .	15
2.1.1	Passive Listening . . . . .	15
2.1.2	On Image Data . . . . .	15
2.1.3	On Text Data . . . . .	15
2.1.4	Ensemble Data Models . . . . .	15
<b>3</b>	<b>Methodology</b>	<b>17</b>
3.1	Data Description . . . . .	17
3.1.1	Image Data . . . . .	17
3.1.2	Text Data . . . . .	17
3.1.3	Flood Height . . . . .	17
3.1.4	Location Information . . . . .	17
3.2	. . . . .	17
<b>A</b>	<b>Tables</b>	<b>19</b>
<b>B</b>	<b>Figures</b>	<b>21</b>





# List of Figures

B-1	Armadillo slaying lawyer. . . . .	21
B-2	Armadillo eradicating national debt. . . . .	22



# List of Tables

A.1 Armadillos . . . . .	19
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# Chapter 1

## Introduction

Flooding is the most common natural disaster in the world [3]. Flood related deaths account for half of all deaths from natural disasters [5]. Although flooding impacts both developed and developing countries, developing nations face much worse consequences as a result of flooding since they lack resources to adequately mitigate disasters [7]. Unregulated urbanization, rising population and climate change all contribute to increase the rate at which floods occur in developing megacities; furthermore, there is little data about these disasters [2]. Data scarcity makes it hard to pinpoint where to direct aid during disasters and where to make infrastructure improvements after disasters [8].

Government and NGOs work together to mitigate damages from flooding. Citizens look for relevant flood information and try to reduce their risk. Information is at the core of this interaction; however, data scarcity makes it hard for emergency personnel to optimize their use of resources, while citizens have an abundance of information about their surroundings but must be careful not to trust incorrect or outdated information about broader areas [6]. The natural solution is for citizens on social media to submit real time reports to the Emergency Operations Center (EOC), which is tasked with using those reports to inform citizens. There is one problem with this solution, in times of crisis EOCs can suffer from information overload when they are presented with too much information.

The REACT system uses novel machine learning and human computer interaction

research to reduce information overload in EOCs, thereby decreasing disaster response time. REACT learns how Emergency Operations Centers (EOCs) classify the severity of flood events given citizen submitted reports. REACT trains itself through a gamified simulation of a disaster event. During a real disaster, REACT digests social media reports and estimates how severely an event is impacting different areas of a city and thereby helps EOCs to respond in the best manner possible.

## 1.1 History of Disaster Informatics

Work in Mapping disasters Epidemiology John Snow’s use of maps to find the source of Cholera outbreak in London[9].

For flooding: [1]

Technology can help disaster response; however, it also has the ability to cause information overload[10]

## 1.2 The Riskmap System

### 1.2.1 Motivation for crowdsourced data

Citizens as sensors Geosocial intelligence Holderness [4] 1.2.

Quarantelli emphasized that ‘management of hazards is fundamentally social in nature and not something that can be achieved strictly through technological upgrading’ [10] yet social media brings human behavior into a machine readable format that can be used to provide further information during disasters.

### 1.2.2

# Chapter 2

## Previous Work

### 2.1 Machine Learning in Crisis Informatics

#### 2.1.1 Passive Listening

Most of the work in this area has been done by passively listening to twitter posts or facebook comments.

Problems with that approach

#### 2.1.2 On Image Data

#### 2.1.3 On Text Data

CrisisNLP has a huge datasets

#### 2.1.4 Ensemble Data Models





# Chapter 3

## Methodology

### 3.1 Data Description

The Riskmap system allows citizens to easily submit disaster reports <sup>1.2</sup>; as such it has allowed the Urban Risk Lab at MIT to gather thousands of reports of real flooding in Indonesia and India.

#### 3.1.1 Image Data

#### 3.1.2 Text Data

#### 3.1.3 Flood Height

#### 3.1.4 Location Information

### 3.2



# Appendix A

## Tables

Table A.1: Armadillos

Armadillos	are
our	friends



# Appendix B

## Figures

Figure B-1: Armadillo slaying lawyer.

Figure B-2: Armadillo eradicating national debt.

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